Team:

WhatsInAName

Team Members:

Ch Prabhu Tej Pulagam (CMPE 202-03)

Sandeep Kumar Chawan S (CMPE 202-03)

Shaurya Mittal (CMPE 202-03)

Aishwarya Rao (CMPE 202-04)

Yashasvi Komma (CMPE 202-04)

GitHub ID's:

prabhutejpulagam

sandeepchawan

shauryam

aishwaryarao7

YashasviKomma

Team Github Repository:

https://github.com/sandeepchawan/CMPE202-GroupProject

Task Board:

https://waffle.io/sandeepchawan/CMPE202-GroupProject

Scrum Burndown Chart:
https://docs.google.com/spreadsheets/d/1S8ae0UEZnG_RSmKX7kaMhuGan-VXr7qpNVppfCJJMdI/edit?usp=sharing

Journal Entries:

Ch Prabhu Tej Pulagam

XP value: *Respect*

We have cleared a good amount of backlog items in this week. We got a chance to meet a couple of times this week. During the first meeting, there was a difference of ideas as to which platform are we going to build our game on. Since our game involved drag/drop of multiple string characters, we thought of using html5 libraries which gives great support for building our game. After a good discussion involving the pros and cons of both greenfoot and html5, we decided that we would develop two versions of our game, one version in each platform. We also sorted out few issues that we come across in our greenfoot code development. We have adopted the scrum techniques from this week onwards till the completion of our project. We made a few changes to our UI design as well to use the html5 libraries to the best possible extent.

I have taken up the responsibility to manage our backlog items and to arrange the sprint schedule. We have decided to complete the majority of the sprint backlog in the coming two weeks so that we would have ample time to refactor our code and to reflect upon the improvements that we can do in our project.

Sandeep Kumar Chawan S

XP value: *Simplicity*

The focus of the week was build a working model of the compression based application.

There were several discussions regarding setting up a Docker environment and hosting the application on AWS. Discussions included how best to simplify the REST API calls, and keeping the REST calls less dependent on the internal implementation parameters.

Team proposed that the application should be built on both HTML and Greenfoot. Greenfoot- for learning Java Design patterns and implementing at least 5 patterns in the project and HTML – to provide a better User Interface, and attract new participants. Sprint planning meeting has been done and tasks have been divided among the team mates on a high level for a clear understanding of who owns each module. Coming to the coding part, the emphasis was on writing simple understandable code. Apart from this, at least 2 people from the team must do a code review for the peer for each commit. In the early implementation phases, a key simplification made was that the sentence object will contain the word objects, instead of adding the word objects directly to the world, for easy maintenance.

Shaurya Mittal

XP value: *Courage*

Now comes the time from when this XP value of courage will hold it's most importance.

It is the time when our team will start to actually build this project. The game has to be built in different chunks. These chucks can be called as the product backlogs in the scrum terminology. Each week all the team members will put effort to create a deliverable piece of product. As the deliverables or the progress will be based on a week of work that will mostly include coding, errors are bound to happen.

Hence, it becomes important for each of us to build the game while ensuring that we are true to the project. By true I mean, we should realize that mistakes while development are bound to happen and they should be truly declared. Errors or mistakes may also be a bit of a problem initially because we will be using "greenfoot", which is relatively a new software for each of us. Therefore, if someone makes a mistake, the team member should show courage to let other members be aware of that. There should be no fear of admitting and addressing the mistakes because we should remember that the mistakes are errors are never documented. If such a courage is shown by everyone the team then everyone will have a clearpicture of the current status of the project. That will help everyone in building the mostaccurate type of software we are trying to build. Talking about this week's progress our team has started developing the design of the earlier mentioned games and although no one is a team lead in our case everyone has courageously taken their role and are looking forward to be committed to the responsibility that they have taken.

Aishwarya Rao

XP value: *Feedback*

This weeks meeting was very productive. The team was not very sure if we can implement the project in Greenfoot. But after trying out several methods and implementing few functions we decided to develop the game in Greenfoot and HTML5 simultaneously so that whichever turns out to be the best can be considered to be submitted. Also, we started our coding and decided on the UI for the application. HTML5 can be used to make the UI very user friendly and attractive. But we are also trying to implement the same on Greenfoot which needs much more effort compared to HTML5 but since everyone agreed on developing the application on Greenfoot. We started building up the UI. For now, we just started off with the basic stuff. We decided that next week, we will try to meet up few times more than usual and finish most of the project so that the ending part can be designed carefully in order to avoid errors and other problems in the last week. Also, everyone is putting in their efforts and giving various ideas to improve the efficiency of the project which is very important at this
stage of the project. If we could go at this pace for the next two weeks, the team would be able to complete the project and present it at the end of fourth week without any problem

Yashasvi Komma

XP value: ***Communication***

It is important to have proper communication among the project mates as it involves planning and doing work also making improvements. A team is said to be effective when all the teammates work together. Communication is critical as the team is brought together and which leads to progress in work. Effective team communication teaches how to manage conflict in positive way. This week when we had a meeting we have decided on few things, like one of our teammates found that the project need not be implemented only using greenfoot or processing and shared the information with us. So we have decided that the we will implement the project using HTML5 or Unity and also simultaneously work on greenfoot and see which ever gives a better result We have thought that using these we could make the interface more interesting and anyone playing the game would do it interestingly and they would compress the text unknowingly. Also we had little confusion about the multiplayer concept so we discussed and got idea about the clear concept. Good communication among teammates leads to good ideas and best practices can be shared openly. One of our teammates showed us how unity could be used and how it helps us in to drag a word which we are using in our text compression game. We discussed about how to share the tasks and how we could learn the scrum implementation. We discussed about the how project progression should be shown using the scrum. Also we have decided that we should meet often and do our project meetings and discuss about the progress of the game implementation.